

MULTIMEDIA



UNIVERSITY

STUDENT ID NO

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MULTIMEDIA UNIVERSITY

SUPPLEMENTARY EXAMINATION

TRIMESTER 1, 2015/2016

MSD 3013 – SOUND DESIGN 2

(All sections / Groups)

19 NOV 2015
2.30 PM – 4.30 PM
(2 HOURS)

INSTRUCTIONS TO STUDENTS

1. This Question paper consists of 7 pages with 3 sections only.
 2. Answer **All** questions in all sections. Marks for each question is given.
 3. Please print all your answers in the Answer Booklet provided.
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Section A: Multiple Choices. Answer all 10 questions (1 point each)

1. Stereo placement in most film/TV mixing usually position ____ in the center of the soundscape.
 - a. dialogue
 - b. sound efx
 - c. foley
 - d. music
 - e. All of the Above

2. Equalization is the process of adjusting the balance between ____ components within an electronic/audio signal.
 - a. loud
 - b. compressed
 - c. equalized
 - d. reverberant
 - e. frequency

3. _____ are filters that attenuate all frequencies below a preset point.
 - a. band pass
 - b. shelving filters
 - c. peaking filters
 - d. high-pass/lo-cut filters
 - e. parametric filters

4. In most cases, ____ pitches may indicate something strong, somber or peaceful and calm, such as the sadness of a funeral scene.
 - a. high
 - b. low
 - c. loud
 - d. soft
 - e. wide

Continued

5. A mix is the combination of all your recorded/edited tracks reduced to __ tracks (for stereo playback) or __ tracks (for surround playback).
- a. 1; 2
 - b. 2 ; 5
 - c. 8 ; 16
 - d. 2 ; 8
 - e. 3 ; 5
6. When mixing music, only a certain number of tracks in the same ____ range should be increased or decreased.
- a. frequency
 - b. amplitude
 - c. dynamic
 - d. loudness
 - e. threshold
7. Which of the following are elements of sound and music?
- i. Rhythm
 - ii. Timbre
 - iii. Dynamics
 - iv. Pitch
 - v. Tempo
- a. i & ii
 - b. ii, iii & iv
 - c. i, ii, & iii
 - d. iv & v
 - e. All of the Above
8. The range of frequencies that can be heard by humans is between __ to __.
- a. 2Hz to 2,000Hz
 - b. 3Hz to 3,000Hz
 - c. 20Hz to 20,000Hz
 - d. 30Hz to 30,000Hz
 - e. None of the above

Continued

9. _____ reduces the volume of loud sounds or amplifies quiet sounds by narrowing or an audio signal's dynamic range.
- a. balancing
 - b. equalization
 - c. compression
 - d. reverberation
 - e. All of the Above
10. Most of today's popular and rock music use rhythm with _____ meter.
- a. duple
 - b. triple
 - c. quadruple
 - d. syncopated
 - e. None of the above

Continued

Section B: Fill in the Blanks. Answer all 10 questions (1 point each)

1. The Q or Bandwidth knob in EQ_____
2. In setting up a rough mix, a comfortably loud (optimum) monitor level is usually set at _____dB-SPL.
3. _____ Microphones is the most common type used to record loud guitar amplifiers in studios.
4. _____ Surround is the most common form of surround mixing being done today.
5. One of the characteristics of a good mix is to have a _____ where all of the frequencies should be balanced.
6. A _____ is defined as a sound source that propagates sound wave spherically.
7. A pitch of a sound is determined by the frequency of its vibrations - the _____ the vibrations, the higher the pitch.
8. Music exists only in time, where its sounds begin, _____ repeat and end.
9. _____ is a term used to describe a broad range of modern classical electronic music. It often explores the interaction of natural and electronically generated sounds and effects.
10. When an accented note comes where we normally would not expect on weak beats, or even in between beats, the effect is known as _____. This is very common in jazz music.

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Section C: Essay Questions. Answer all 4 questions (5 points each)

1. What are the 4 aspects of reality when Foley is used Independently or combined with Sound Effects
2. Name the 3 file types of Softsynth Plugins

Continued

3. Draw a compressor diagram/graph of the threshold sets -4dB and Ratio is sets to 2:1.

4. Draw an equalizer curve that represents Low Pass Filter.

End of Page.